Races D6 / Grindalid





Species: Grindalid
Designation: Sentient
Classification: Annelid
Average height: 2 meters
Skin color: White
Eye color: Green
Distinctions: Long lifespan
Homeworld: Persis IX
Habitat: Watery pools
Diet: Carnivorous
Language: Galactic Basic Standard

Attribute Dice: 12D
DEXTERITY: 1D/3D
KNOWLEDGE: 1D/5D
MECHANICAL: 1D/4D
PERCEPTION: 2D/3D
STRENGTH: 2D/5D
TECHNICAL: 1D/4D

Special Abilities:

Aquatic: Grindalids can breathe both air and water. In addition, fertile females must lay, hatch, and care for their hatchlings underwater.

Dark Vision: Grindalids Have extremely photosensitive eyes, meaning that without eye protection, they suffer a -2D penalty to vision based skills.

Photosensitivity: Grindalids were native to Persis IX, a homeworld with a dense atmosphere that rendered them light-adverse. Because of this, their squinting, sensitive eyes were easily damaged on lighter worlds, and their photosensitive skin burned and blistered when exposed to direct sunlight. Prolonged exposure to sunlight caused a Grindalid to disintegrate into dust upon death. In game terms, Grindalids take damage in direct sunlight equal to the number of rounds they have been exposed, so 1D the first round, 2D the second, etc, they may roll their Strength to resist this damage as per any normal damage, but it will rapidly increase to levels which will prove fatal.

Story Factors:

Matriarchal Society: Grindalids are a matriarchal society usually ruled by female leaders. Males are subordinate to fertile females in particular, even if a given Grindalid woman is not their biological mother.

Photosensitivity: Due to their sensitivity to sunlight, Grindalids will tend to wear protective clothing when outside, consisting of articulated faceplates, flexible cowl armor, long coats, gloves, and full-seal armored coverings.

Move: 8/10 (land), 12/14 (water)

Background: Grindalids were a worm-like sentient species native to Persis IX, an Expansion

Region planet with a dense atmosphere that blocked out sunlight. Grindalids had photosensitive skin that caused them to burn when exposed to sunlight. Lady Proxima led the White Worms on Corellia during the Imperial Era, alongside fellow Grindalids Moloch and Jabbat. Han Solo later exploited her vulnerability to light in order to escape the lair, twice.

Biology and appearance

Sentient annelids with similarities to worm and insect species, Grindalids were native to Persis IX, a homeworld with a dense atmosphere that rendered them light-adverse. Because of this, their squinting, sensitive eyes were easily damaged on lighter worlds, and their photosensitive skin burned and blistered when exposed to direct sunlight. Prolonged exposure to sunlight caused a Grindalid to disintegrate into dust upon death. Some wore protective clothing when outside, consisting of articulated faceplates, flexible cowl armor, long coats, gloves, and full-seal armored coverings.

Grindalids hatched from eggs and lived in watery pools as youngsters. They had pale faces, squinting eyes, and large, curved heads. While seemingly humanoid in appearance while wearing armored coverings, Grindalids had tapered tail segments in place of legs. Some were capable of impersonating a humanoid walk through extensive practice. Grindalids possessed two primary, if stubby, arms, with many more pairs of shorter pincers running the length of their wrinkled, serpentine bodies. They were capable of living for long periods of time of up to over two hundred years.

Females fed and cared for young hatchlings in filmy watery pools, chewing up morsels of meat to feed to their baby worms. Grindalids were carnivores, eating vermin like vervikks and screerats.

Society and culture

Some Grindalids were spiritual: Moloch believed in the promise of an afterlife with endless riches. Others adorned their bodies with trinkets and jewels: Proxima wore plates and rings down the length of her back.

In Grindalid culture, it was custom for a Grindalid to eat those who murdered a Grindalid. If the culprit was not found, the next being held responsible would be devoured instead.

Grindalids in the galaxy

During the High Republic Era, the Garavult Clan, a group of thousands of Grindalids led by Mother Fastidima, worked alongside the City Fathers, protecting the sewers and tunnels of Coronet City.

Following the fall of the Republic, several members of the species formed the White Worms, a gang of scrumrats in the slums of Corellia. The gang was led by the Grindalid crime lord Lady Proxima from her Den, assisted by Moloch. She issued orders from the watery pool in which she resided with her young hatchlings.

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